

FIG. 1

FIG. 2

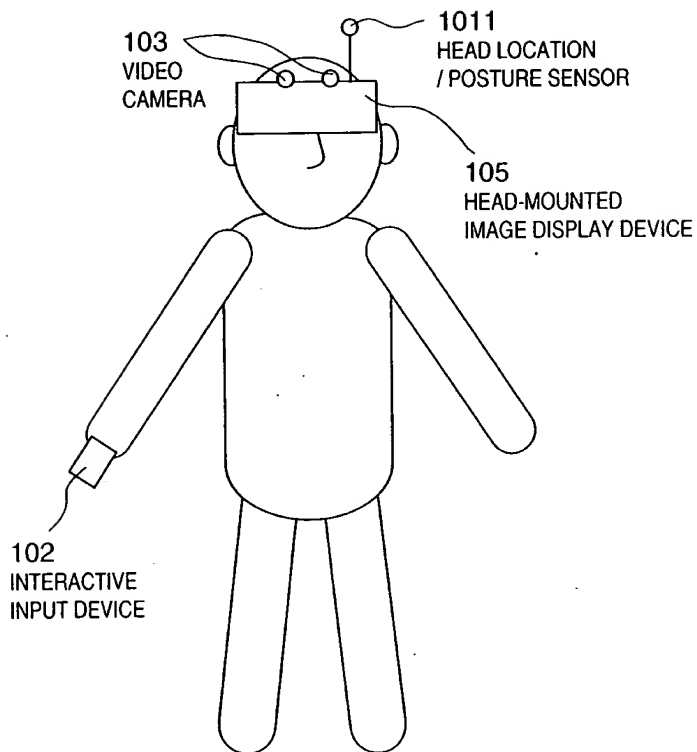


FIG. 3A

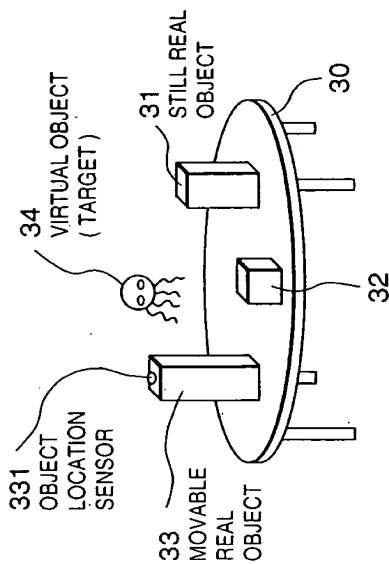


FIG. 3B

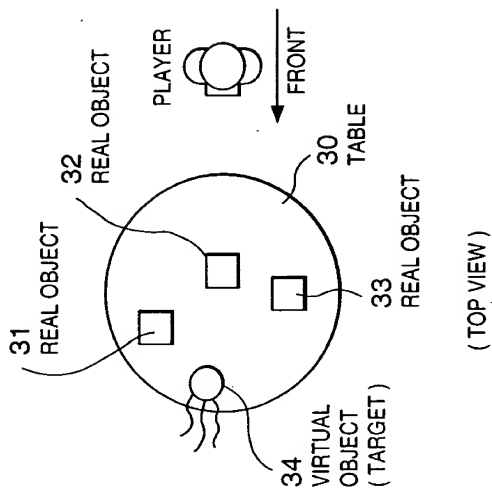
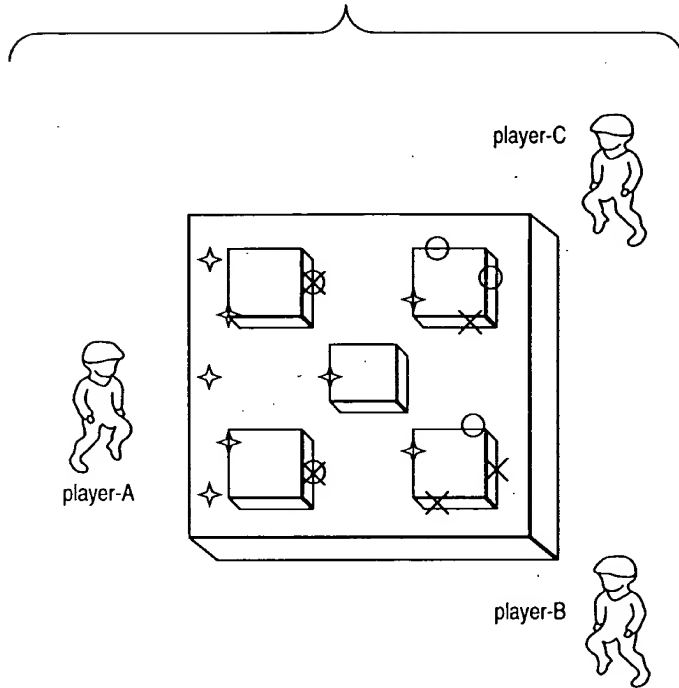


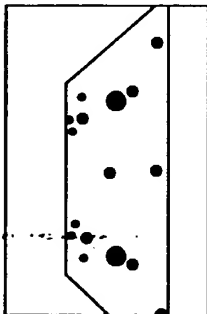
FIG. 4

☆ : MARKER FOR player-A

× : MARKER FOR player-B

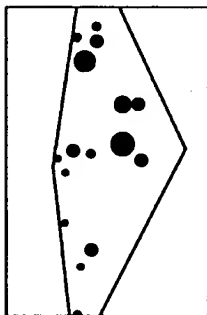
○ : MARKER FOR player-C

FIG. 6A



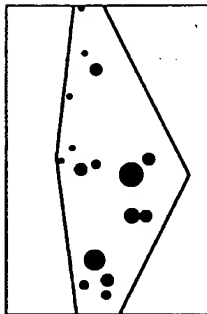
MARKERS ARE SEEN
WHEN NO OBSTACLES ARE USED

FIG. 6B



MARKERS ARE SEEN
WHEN NO OBSTACLES ARE USED

FIG. 6C



MARKERS ARE SEEN
WHEN NO OBSTACLES ARE USED

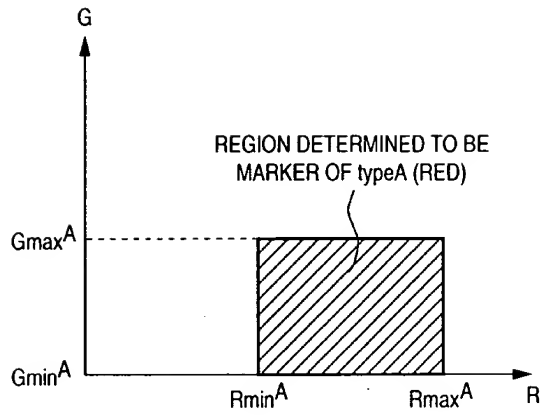
FIG. 7

FIG. 8

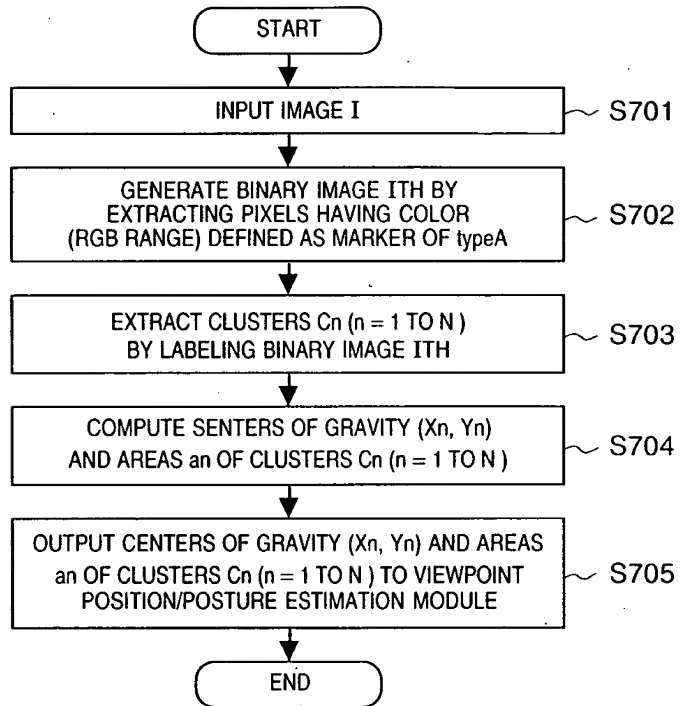
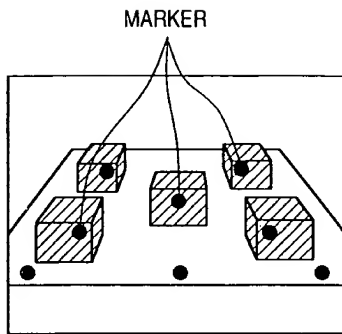


FIG. 9A**FIG. 9B**

VIRTUAL OBJECT (TEXTURE)
FOR HIDING MARKER

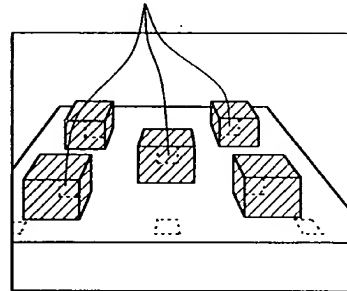
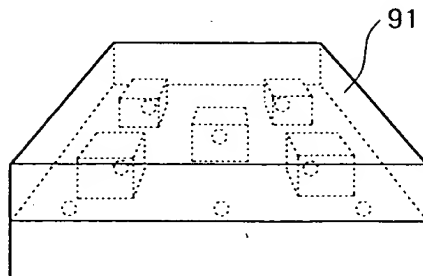
**FIG. 9C**

FIG. 10